

imports analog data from a bioware (kistler) v3 file (.dat) into a c3d file.

```
import_analog_bioware_signals  
! /file_name=  
;
```

[back to pipeline commands reference](#)

From:

<https://has-motion.com/wiki/> - **Wiki Documentation Site**

Permanent link:

https://has-motion.com/wiki/doku.php?id=visual3d:documentation:pipeline:file_commands:import_analog_bioware_signals&rev=1718804228

Last update: **2024/06/19 13:37**

